

What is claimed is:

1. A computer-implemented method for representing an environment having at least one aspect comprising the steps of:

representing aspects in an activity map comprising at least two perspectives; and

5 representing a state of a user within the environment as a tangible link between each perspective.

2. The computer-implemented method of claim 1, wherein the state of the user includes user activity within the environment.

3. The computer-implemented method of claim 1, further comprising the step of dynamically incorporating the state of the user in the activity map.

4. The computer-implemented method of claim 1, wherein the state of the user includes one of a user location, a user status within a hierarchy, a user emotion, and a quality of user conversation.

5. The computer-implemented method of claim 1, wherein the tangible link is a tangible cue which associates perspectives represented by the activity map.

6. The computer-implemented method of claim 5, wherein the tangible link is a tangible visual cue.

7. The computer-implemented method of claim 5, wherein the tangible link is one of a tangible aural cue, and a tangible tactile cue.

8. The computer-implemented method of claim 1, wherein the activity map includes a geographic perspective and a discussion perspective, the two perspectives associated by the user state within the environment.

9. The computer-implemented method of claim 8, wherein the discussion aspect includes at least one topic, and links the activity map to a second activity map representing the topic in at least two perspectives.

10. The computer-implemented method of claim 1, wherein each perspective is one of a representation of the user state, and a representation of user input to the environment.

11. The computer-implemented method of claim 1, wherein the environment is a transactional environment.

12. A program storage device readable by machine, tangibly embodying a program of instructions executable by the machine to perform method steps for interacting with an environment having an aspect, the method steps comprising:

representing the aspect in an activity map including at least two perspectives;

representing an activity of a user within the environment; and

representing the activity of the user as a tangible link between each perspective.

13. The program storage device of claim 12, wherein the environment is a
5 transaction... environment and the user is a market participant.

14. The program storage device of claim 12, wherein the activity map includes at
least one perspective in which an on-line transaction is conducted.

15. The program storage device of claim 12, wherein the tangible link is a tangible
10 cue which associates the perspectives.

16. The program storage device of claim 15, wherein the tangible link is a tangible
visual cue.

17. The program storage device of claim 12, wherein a single perspective
15 incorporates more than one aspect.

18. The program storage device of claim 12, wherein the aspect may be represented
20 by more than one perspective.

19. A computer-implemented method for representing a transactional environment having aspects comprising the steps of:

representing aspects in an activity map comprising at least two associated perspectives, wherein the perspectives are associated by a market participant;

5 providing at least one perspective in which an on-line transaction is conducted between at least two market participants; and

representing the market participants within the activity map.

10 20. The computer-implemented method of claim 19, wherein perspectives of the activity map are associated by market participant activity.

21. The computer-implemented method of claim 19, wherein the association between perspectives is represented as a tangible link connecting perspectives.

15 22. The computer-implemented method of claim 19, wherein the transactional environment is one of a business, a market place, and an auction house.